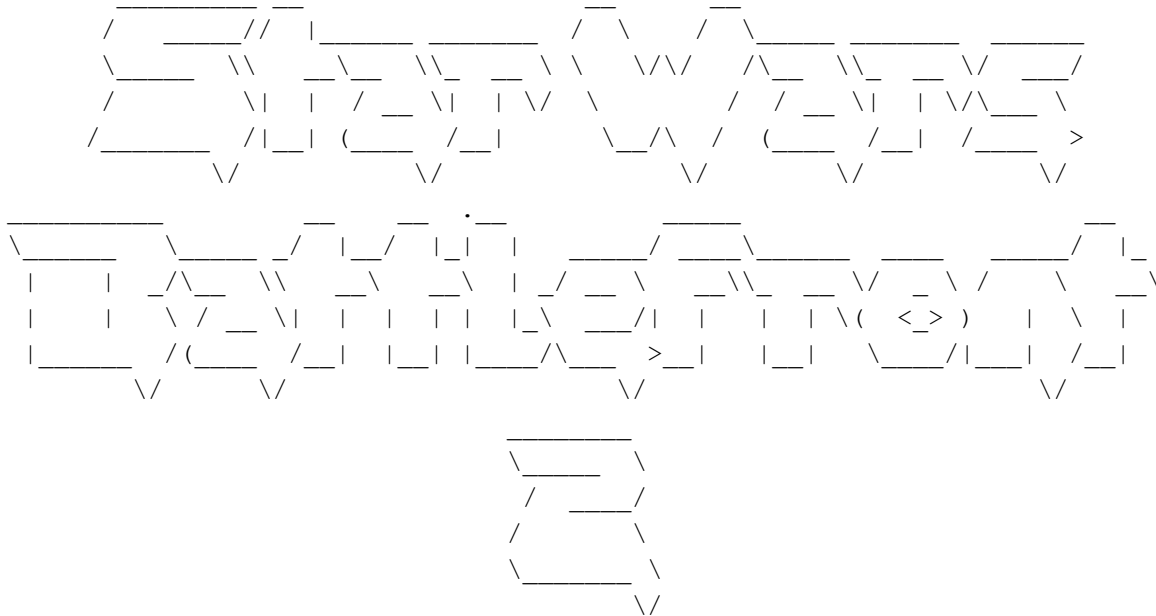


Star Wars: Battlefront II FAQ/Walkthrough

by gamer_dude26

Updated to v1.01 on Aug 31, 2006

This walkthrough was originally written for Star Wars: Battlefront II on the PSP, but the walkthrough is still applicable to the PS2 version of the game.



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|
|           Game: Star Wars Battlefront 2
|           Console: PSP
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|           Version: 1.00
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/-----\
|           Table of Contents
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1. Introduction
2. Controls
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4. Game modes
5. Weapons
6. Game Maps
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/-----\
|           1. Introduction
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```

Hi one and all and welcome to my first ever guide for gamefaqs. This is a FAQ/WALKTHROUGH to the game Star wars Battlefront 2. This FAQ will try and give you the most detailed information about all of the levels, maps, units

and weapons etc in the game. The whole point of this FAQ is to help you, the reader become better at this game than you already are or help you with a certain mission or both.

Star Wars Battlefront 2 is a great game as it is better than it's predecessor because of many reasons but the main reason is the new introduction of a story mode which wasn't in battlefront. There are many other features but another two biggies are the introduction of the Jedi's and the space battles (read more about these later in the guide).

The person bringing you this guide is me, Gamer dude26. I am fairly new to writing FAQs so I qwill probably make quite a few mistakes so please correct me if you want at this E-mail address, THargreaves99@aol.com. I am a gamer who absolutely loves games and I thought that I might as well share my knowledge of all the games in my game collection, so enough of this mindless chit-chat and on with the guide.

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|                                     |
|                               2. Controls                               |
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Taken from the manual

The scheme for the precise control of movement and aiming during combat. Movement is on the anlogue stick. Free look is on triangle, square, circle and X. Primary fire is on R. All weapons cycle through primary fire.

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|                               |
|                               |
|-----|
| Triangle          | Look up          |
|-----|
| Square           | Turn left       |
|-----|
| Circle           | Turn Right      |
|-----|
| X                | Look Down       |
|-----|
| Select           | Map / Objective screen |
|-----|
| R                | Primary attack / Swing lightsaber (jedi) |
|-----|
| L                | Jump / Droideka ball up (infantry / |
|                  | Force jump (jedi) |
|-----|
| Double tap L     | Acitvate Jump Jet (Jet trooper) / |
|                  | Force jump (jedi) |
|-----|
| Hold R           | Jedi Block      |
|-----|
| Analog Stick     | Move forward / back and strafe left / right |
|-----|
| D-pad up         | Get In vehicle / switch at command posts (infantry) |
|-----|
| D-pad Left       | Zoom (Infantry / Switch force power (jedi) |
|-----|
| D-pad right      | Change weapons / Droideka sheild ( infantry) / |
|                  | Force power (jedi) |
|-----|

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D-pad down	Target tracking

Vehicle	
Triangle	Look up
Square	Turn left
Circle	Turn right
X	Look down
Select	Map / Objective
R	Primary attack
L	Secondary attack
Analog stick	Throttle / strafe
D-pad up	Get in / Exit vehicle
D-pad Right	Switch gunner position
D-pad Down	Boost

Starfighter	
Triangle	Accelerate / turbo (double tapr for turbo)
Square	Stunt (used with analog stick to stunt forward / Back / left / Right)
Circle	Roll (used with analog stick to roll ship left / right)
X	Brake
Select	Map / objective screen
R	Primary Attack
L	Secondary Attack
Analog stick	Pitch down / up and turn left / right
D-pad up	Get in vehicle
D-pad left	Take off / land
D-pad right	Switch gunner position
D-pad down	Target Tracking

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3. Game basics

The things that you find in this section are things that you need to know before you start playing.

Battles

These are what Star Wars battlefront is based around, battles. Battles in this game take places on two different section, space and on planets. In both battles you will get a variety of troops in which you will use to fight it out and then you try and control the various command posts around the map.

In land battles you can pick a variety of different soldiers in which you can use them in many different ways such as the heavy trooper which you will use to take out the various vehicles around the map. As I just said about vehicles you can get many during the battle. In the game you play as four different factions, the republic, the CIS, Rebels and the galactic empire. All of the four factions have the usual troops and two specials one whihc only that faction can get.

The vehicles you can get in land battles are very helpful and have quite a bit of health. They all ahve very powerful blasters and missiles on them which make them a big part in battles.

There is also a new addition in the game this is the introduction of a space battle. In this battle you will be in control of either a pilot or a marine and will have to get a ship from the hangar and blow up the enemy ship. Each of the four factions have different ships which can be used. There are four main types of ships the Transport ship, the bomber, the star fighter and the quick attack fighter. You will ahve to use all of these to win a battle. Each team has a big ship and some frigates near them, the main ship has various weak points while the frigate can just be destroyed by bombs.

The main ship has various different parts such as the sensor relay and engines. You will ahve to destroy these from the outside or fromt he inside to win. If you attack fromt he outside you will be met by a sheild which you will ahve to get rid of. If you attack form the inside you will ahve to fly into the hangar of the enemy ship and blow up the internal machines with your weapons. When you reach the point limit you will win the battle.

Heroes

Another new addition to star wars is the introduction of heroes or jedi as they are mainly know as. These can change the tide of any battle and you can slay all the enemies on the battlefield easily. A heroes health is measured by a lightsabre, this can be decreased as easily as any other health bar but to increase you must earn points by killing or caputrng command posts.

You can get new jedis' for each of the four factions and new ones for each different map you play on. There is a special mode on instant action on mos eisley. If you go on assault you will have all the jedi going against each other in an ultimate duel of the fates.

Command posts

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To capture an enemy or neutral command post you must stand within it's vicinity. An icon will appear on the screen when you are close enough, when the icon is covered in blue you have completely successfully captured the Command post. When it is red it is still the enemies and when it is white is neutral. It will stop going over to your side if an enemy is near the command post though.

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| Medals |
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These are little medals you will get during the battlefield to show that you have been doing well.

- Gunslinger - Obtain 6 pistols kills.
 Unlocks the Precision Pistol.
- Regulator - Obtain 8 shotgun kills.
 Unlocks the Fletchette shotgun
- Demolition - Obtain 4 Vehicle Critical hits with rockets.
 Unlocks remote rocket launcher
- Endurance - Obtain 9 points.
 Unlocks energy regeneration
- Guardian - Obtain 24 Points.
 Unlocks damage reduction
- War Hero - Obtain 36 points.
 Unlocks damage bonus.
- Frenzy - Obtain 12 Blaster Kills.
 Unlocks the Elite Rifle
- Technician - Cut through a vehicle using the fusion cutter.
 Unlocks vehicle energy regeneration
- Marksman - Obtain 6 headshots.
 Unlocks the beam rifle.

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| 4. Game modes |
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| Challenges |
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Rogue assassin: The whole point in this challenge is to assassinate an enemy person. The person is usually guarded by body guards and is harder to kill than the normal troop. Once you have killed the required person you will complete the mission, once completed you will unlock the next level.

Imperial enforcer: The whole point of this mode is to wipe out a species native to a certain planet. You will be a scout trooper and will have to kill a certain amount of enemies in a certain amount of time. Once completed you will automatically unlock the next mission.

Rebel raider: In this mission you will have to find and collect an item on a certain map. Once collected you will have a certain amount of time to get it back to the start point. Get it back to the start point to complete the mission.

0-----0
| Galactic Conquest |
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In this mode you will have a turn based battle for the galaxy. I know I know this sounds boring but i will explpain how it isn't.

Although I did say turn based it is only for part of it. For the main part you will be fighting battles as you normally would do. If you win the battle which you are trying to do you will recieve credits with your victory.

The credits that you receive will be used to buy new units. The only units you get at the beginning are a normal soldier and a space pilot. You will also use the credits ytob uy certain bonuses which will help you in battle such as an extra garrison of troopers or the ability to use a jedi hero.

To fight this conquest battle you will have to move your fleets around the galaxy and place them above enemy planets or ships to start a battle. There will be space battles and land battles during the campaign.

When you ahve taken all planets or lost all planets the campagin will be over and the winner decided.

0-----0
| Instant action |
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The mode that I play most as this will let you play every level in the game on whatever mode you choose.

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| 4. weapons |
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Assault Rifle

The assault rifle is the troopers main weapon. It is fairly powerful and can be used in many battle situations. The main use of this weapon is for infantry fights. If you use this against a vehicle you will become dead meat. The assault rifle has very good range as it can fire from short to do maximun damage but it is also very accurate from a far.

Pistol

The pistol is very weak and is very rarely used by myself. The range isn't that long so it doesnt do much damage there and at close range it is really terrible. The best time to ever use this weapon is either if only one or two enemies are in front of you or if your trying to acheive the gunslinger award. Be careful though as this weapon has infinite ammo but does tend to overheat extremely quickly.

Rocket Launcher

The rocket launcher is mainly used against vehicles that you come against in the battles. It is fairly rubbish at close range as there is a big chance that the blast wll get you as well. There is another use though you can fire it at large groups of troops.

mines

Mines are the heavy troopers secondary explosive. You place these down on the ground and hope that someone runs over them so they can say goodbye. The best place to use these is when a vehicle is near by or you are in a tight corridor.

sniper rifle

The sharpshooters main weapon. It is rubbish at close range but at far range it he most dangerous weapon anyone could ever use. A direct headshot will kill any troop except a droideka in one shot. It will also kill any trooper in two or three body shots.

Auto Turret

The Auto turret is turret which you deploy to defend yourself. It is very helpful and will defend you for a short amount of time before the power is cut. It fires rapid lasers which will attack any enemy that comes near you as long as they are close.

Shotgun

The shotgun is very powerful at close range and does very little damage at long range. The reason for this is that when you first fire the shotgun it is one shell but it then splits into five different little shells. The best time to use this weapon is when enemies are near-by and you want to take them out very quickly.

Fusion cutter

An extremely helpful tool using this you can disable enemy vehicles by cutting into them. Once you have cut inside a vehicle you will kill the person inside and gain the technician award. You can also take the vehicle that you cut into.

detpacks

A remote controlled explosive that is extremely deadly. You place this down and wait for an unexpecting enemy to run or walk by it and then blow them up. Be careful though this is a very dangerous explosive and its range is very far.

Chaingun

This is the most powerful rapid gun in the game. It takes a while to start up but when it does start up it will instantly kill nearly everything in its path because its rate of fire is unbelievable along with its power. Be careful it does overheat but not as quickly as the pistol.

Rally

This a team bonus once used it improves everyones defense around you by 50%. This will not help you that much during battle though.

Recon droid

A small droid which you can send around the battlefield. Once used you can fire a very weak blaster rifle or an extremely powerful self destruct mechanism. It does run on a short supply of power though and is very weak.

EMP launcher

This sends a small EMP ball out and it explodes. So it is like the rocket launcher except it is effective against infantry. Its range is short but it can help you in a battlefield, it is especially effective against CIS troops.

Wrist blaster

This is the CIS version of the assault rifle and therefore it has the same stats.

Tri shot

This is the CIS version of the PIistol and therefore it will have the exact same stats.

Wrist rocket

The equivalent of thermal grenades but better as it has a further range than a thermal detonator and is more accurate than a rocket launcher. This weapon is really helpful.

Bulldog RLR

This is just a rapid fire rocket launcher. It has the same power and same range as one to.

Radiation launcher

This is a grenade launcher and therefore it will be a while before it explodes so you need to what a trooper is going to do before you use one. The longer you hold the fire button the longer the grenade will fly and the less time it will take to explode.

Neuro Poison

A team bonus once again except this damages the enemy. Once used it will poison the enemies near you and therefore kill them.

Repeating blasters

Very fast repeating blasters, useful against ground troopers as they are of medium power and range. They can't shhot up though and you can't use them against high up things.

Health / ammo dispenser

This really helpful as you can deploy these to stock up on ammo or health for yourself or your team mates. This is good as the enemy can't pick it up.

Mortar launcher

More or less the same as the radiation launcher.

Rage

Increases teammates attack by 50% for 15 seconds during battle. This is helpful if you are losing.

Ark caster

You can charge this weapon up and use it as various different bullets all going in different directions. You can also use it with out charge but it won't be as powerful and the bullet will only go in one direction. This has good range and can have different power.

Time bomb

This is like a thermal detonator except more powerful. The tome bomb has a five second timer in which it will explode it is best to run away as the range of blast is very high.

Incinerator

This is useful s it only takes about three secons to kill an enemy. The only downside is that its range isn't the best and you need to keep the attack on the enemy at all times.

Stealth

This is useful as it makes you go invisible so you can do some suprise attacks, just don't change weapon!

Regenerate

This is a team based move. It will regenerate your team mates health for 30 seconds.

Bow caster

This is exactly the same as the ark caster.

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|                                     5. Game maps                             |  
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This section will be one of the main sections of the guide, it will list all of the maps and their command posts.

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|                                     Dagobah                             |  
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A Forgotten swampworld enshrouded in mist and secrecy

Description

Dagobah is a level with many swamps and many trees. The swampwater isn't that high and there aren't any monsters in it like the film. Trees are everywhere and there are 6 command posts.

Info and tips

1. Use the trees as they are fairly big and fairly wide and provide excellent cover while reloading your weapon.
2. Stay clear of the water, although it is safe if someone throws a grenade in there you will not see it until very late.
3. When you start off you and the neemy will only have 1 command post each with the remaining four scattered around the map you should go for the two

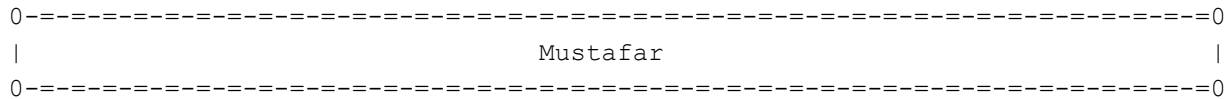
CP.

Info and tips

1. Snipers are put to good use on this level as the elevated tree tops provide excellent views to kill other enemies.
- 2 If you are on the attacking side use the vehicles to cross the ocean as it takes a while to cross.
3. On the defensive side the particle cannon on the elevated tree tops provide excellent defense against troops and vehicles.
4. Don't let the sea gate fall as if it does it will greatly hinder the battle for you as many vehicles can go through the gate and attack your main base and annihilate your troops. If it does fall fix it as soon as possible.
5. Normal troopers have very little effect in this battle. Heavy troopers, engineers and sharpshooters are the best you can use on this level depending on what you prefer doing.

Heroes available

- Republic - Yoda
- CIS - Jango Fett
- Empire - Boba Fett
- Rebels - hewbacca



A small, unstable world of volcanic eruptions and rivers of molten lava.

Description

Mustafar is level filled with tight corridors. That means there will be plenty of small fights. There are many different routes to every different place so you could catch the enemy off guard. There is a lot of lava so be careful because if you fall in it leads to an automatic death and you don't want to be fried now do you? Mustafar also has 5 command posts.

Info and tips

1. Avoid the lava as it will kill you in one if you fall in it.
2. Always use your radar as it will tell you which corridors the enemy is using so you can use a different one to flank them.
3. Grenades are your friends in this level as they are extremely helpful against enemies in the small corridors.
4. The good old soldier is the best unit to use in this mission as a lot of the work will be done by blaster fire.

Heroes available

Republic - Obi wan
CIS - Darth Maul
Rebels - Obi Wan
Empire - Anakin skywalker

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Mygeeto

An industrial world torn by war and turned to ash and debris

Description

Mygeeto is a fun level with lots of good places to shoot from. There are two particle guns with are really helpful against the enemy. The levvel mainly revolves around a circle which is pretty big and there are a roads coming off it.

Info and tips

1. The circle is pretty big so make sure you can around pretty quickly.
2. Use the particle guns against the enemy vehicles as they do loads of damage.
3. On one of the roads coming off the circle make sure you use the craters in the ground as they provide excellent cover.
4. If you are a sniper the best place to snipe is from one of roads coming off the circle as they are fairly far away from the centre where most of the big battles will take place.
5. Whatever base you start at don't let it be captured as this is base where you will be spawning most and it will greatly hinder the battle for you.

Heroes available

Republic - Ki adi mundi
CIS - General grievous
Empire - Boba Fett
Rebels - Luke skywalker

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Naboo

A peaceful world covered in rolling plains and deep swampy lakes.

Description

This battle takes place mainly on land with a little river going around one of the CPs. The sniper is helpful here especially as there are some high balconys that he can fire from. There are a lot of vehicles on this level and overall this level has 6 CPs.

Info and tips

1. Use the balconies if you are a sniper! They overlook nearly everything on the batllefild and there are also lots of them so you can change position if you want.

This is big space battle and therefore has loads of open space you will be either fighting an imperial star destroyer or rebel fleet.

Info and tips

1. Use the big space (get it space and your in space? oh never mind.) to your advantage so use to evade big enemy ships.
2. Be the bomber if you want to destroy the ship fromt he outside.
3. Be the transport craft if you want to attack from the inside.
4. Be the star fighter if you want to destroy the enemy craft.
5. As you may be able to see this is a Galactic civil war battle only.

Heroes available

NA

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0-----0
|               Space Kashyyyk               |
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The battle for the wookiee homeland, Kashyyyk, rages on in space.

Description

This is small space battle and therefore has little open space you will be either fighting an Cis cruiser or republic fleet.

Info and tips

1. Be the bomber if you want to destroy the ship from the outside.
2. Be the transport craft if you want to attack from the inside.
3. Be the star fighter if you want to destroy the enemy craft.
4. As you may be able to see this is a Clone wars battle only.

Heroes Available

NA

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|               Tantive IV               |
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A rebel blockade runner serving as a consular vessel for Alderaan.

Description

This level is basically the same as the Polis Massa level. There are lots of corridors and they are very tight and there are no vehicles what so ever in

this level. Overall there are 6CPs

Info and tips

1. This is a galactic civil war battle only.
2. Use your grenades and other explosives in this mission as all the corridors are very small and tight.
3. One of the CPs will have a destructable core, destroy it as it will make transport around the ship a lot easier.
4. Since there are no vehicles the best idea is to learn where all the doors go quickly.

Heroes available

- Republic - Yoda
- CIS - General Grievous
- Empire - Darth Vader
- Rebels - Princess Leia

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|                Tatooine                |
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An arid Desert plane sparcely populated with spaceport colonies.

Description

Tatooine is a really big level. There are lots of open spaces but equally as many small and tight spaces. The level has many buildings and no vehicles whatsoever on it and there is a total of 6 CPs on this level.

Info and tips

1. In the open spaces there is very little cover so get used to strafing around and also good aiming.
2. In the tight spaces there are many oppurtunities to throw grenades to create explosions. Use these well as the places are so tight that you will find it hard to get out intime.
3. Use the smiper on this level as all the buildings are near climbable so use these to pick off yuour targets with lots of ease. Since there are lots of buildings and they are close together you can maneuver around the level quickly.
4. If you become a jet trooper you can get around the level quicker than anything. You can fly over all the buildings and everyone to get to the valuable cps.

Heroes

- Republic - Obi-wan
- CIS - Darth maul
- Empire - Boba fett
- Rebels - Han solo

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The fourth moon of the planet Yavin, covered in a thick jungle canopy

Description

This level is a lot like Endor and has lots and lots of trees. There is some water in the level but it is mainly land throughout the level. There is a big temple at one end of the level and quite a big pyramid near it. Overall there are 6 CPs in total.

Info and tips

1. The pyramid is a great place to snip, you are high up and can see a lot of the ground. The only trouble is that there are lots of trees.
2. There are lots of trees and lots of ruins in this level so take advantage of them and use them as cover.
3. Grenades are useful yet very deadly in this level since there are so many trees it is hard to see grenades coming at you.
4. Like in the last point there are lots of trees, wiht these you will not be seen as easily.

Heroes available

- Republic - Mace windu
- CIS - Darth Maul
- Empire - Boba fett
- Rebels - Chewbacca

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|              7. version history and copyright              |
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|              Version history              |
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August 14th

- Started this guide
- finished Table of contents
- Finished Introduction
- Finished controls
- Finished Game basics
- Finished game modes
- Finished weapons
- Got up to the mustafar level in game maps.

August 15th

- Finished game maps
- Finished version history and copyright
- Finished contact and credits

August 16th

- Submitted at gamefaqs.

August 31st

- Eirik Mortensen pointed out a mistake in my guide and I corrected it, no biggie.

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|                                     |
|                               Copyright                               |
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This guide is copyright Gamer dude26 2006. If you produce this guide on this site without permission or change its contents I will not be happy.

This guide is written a gamefaqs exclusive as all my guides will be and have been. If you ask nicely though I might say yes to your site.

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|               8. Contact and credits               |
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|               Contact               |
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If you wish to contact me E-mail THargreaves99@aol.com. I will answer the following:-

- Any question about the game no matter what it is.
- suggestions for the guide
- Constructive criticism
- Corrections on anything in the guide.
- Info about the game that I don't know

Remember to put Star wars battlefront 2 in your subject or i might throw it away.

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|               Credits               |
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I'd like to thank the following people:-

- Me, for writing this guide.
- CJayC, for creating an amazing games site.
- A I e x, for inspirng me to write for gamefaqs and layout ideas.
- Eirik Mortensen, For pointing out a spelling mistake, thanks.
- ASCII generator, Network-sciences.com
- You, for reading and hopefully enjoying my guide.

Bye.

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